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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on C**

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on proc better understanding of the execution of the application. The visualization tool we use is Poet, an Waterloo. However, these diagrams are often very complex and do not provide the user with the experience, such tools display repeated occurrences of non-trivial commun ...

2 [A language-based approach to protocol implementation](#)

Mark B. Abbott, Larry L. Peterson

February 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 1

Full text available: [pdf\(1.88 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index term](#)

3 [The state of the art in locally distributed Web-server systems](#)

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available: [pdf\(1.41 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response time conjunction with special events. System platforms that do not replicate information content cannot large traffic volumes and to match rapid and dramatic changes in the number of clients. The need services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, mechanisms

4 [Data-Driven and Demand-Driven Computer Architecture](#)

Philip C. Treleaven, David R. Brownbridge, Richard P. Hopkins

January 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1


Full text available: [pdf\(4.14 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 A language-based approach to protocol implementation

Mark B. Abbott, Larry L. Peterson

October 1992 **ACM SIGCOMM Computer Communication Review , Conference proceedings , protocols**, Volume 22 Issue 4

Full text available:  [pdf\(1.28 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

Morpheus is special-purpose programming language that facilitates the efficient implementation of protocols. It is divided into three categories, called shapes, so that they can inherit code and data structures. Morpheus implements a particular protocol by refining the inherited structure. Morpheus optimization technique reduces critical operations to a few assembler instructions even though the ...

6 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse

December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Full text available:  [pdf\(5.49 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

Distributed operating systems have many aspects in common with centralized ones, but they also serve as an introduction to distributed operating systems, and especially to current university research. This paper constitutes a distributed operating system and how it is distinguished from a computer network, and several examples of current research projects are examined in some detail ...

7 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz

December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Full text available:  [pdf\(5.33 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computer systems to use a common file system. A typical configuration for a DFS is a collection of workstations and a network (LAN). A DFS is implemented as part of the operating system of each of the connected computers that emphasizes the dispersed structure and decentralization of both data and control ...

8 Remus: a security-enhanced operating system

Massimo Bernaschi, Emanuele Gabrielli, Luigi V. Mancini

February 2002 **ACM Transactions on Information and System Security (TISSEC)**, Volume 5 Issue 1

Full text available:  [pdf\(295.33 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

We present a detailed analysis of the UNIX system calls and classify them according to their level of privilege. Based on these results, an effective mechanism is proposed to control the invocation of critical system calls. Integration into existing UNIX operating systems is carried out by instrumenting the code of the system calls that is granted only in the case where the invoking process and the value of the ...

Keywords: Access control, Linux, privileged tasks, system calls interception, system penetration

9 Process migration

September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3


Full text available:  [pdf\(1.24 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

Process migration is the act of transferring a process between two machines. It enables dynamic system administration, and data access locality. Despite these goals and ongoing research efforts, process migration has not received the attention it deserves. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is receiving more attention in both research and product development. As highlighted by ...

Keywords: distributed operating systems, distributed systems, load distribution, process migration

10 Proceedings of the SIGNUM conference on the programming environment for development
March 1979 **ACM SIGNUM Newsletter**, Volume 14 Issue 1


Full text available:  [pdf\(5.02 MB\)](#)

Additional Information: [full citation](#)

11 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available:  [pdf\(7.97 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. It covers concepts of interface management: dialogue independence, structural modeling, representation, development methodologies, and control structures. *Dialogue independence* is the ...

12 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available:  [pdf\(5.14 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in industry. A visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction. This work picks up the familiar pen and paper interface metaphor. From this follows a set of consequences for the design of systems with other emerging technologies and visions. Starting with a short historic ...

13 Video adaptation: RITA: receiver initiated just-in-time tree adaptation for rich media distribution

Zhichen Xu, Chunqiang Tang, Sujata Banerjee, Sung-Ju Lee

June 2003 **Proceedings of the 13th international workshop on Network and operating systems for video**

Full text available:  [pdf\(276.91 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)


Application-level multicast networks overlaid on unicast IP networks are increasingly gaining in importance. In proposals for overlay multicast networks, very few of them focus on the stringent requirements of real-time media. We propose RITA (Receiver Initiated Timely Adaptation) framework for an efficient overlay multicast network. It is a combination of landmark clustering and RTT measurements, and is particularly suitable for ...

Keywords: DHT, multicast, overlay networks, streaming media

14 Borrow, copy or steal?: loans and larceny in the orthodox canonical form

Anthony J. H. Simons

October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on programming languages, systems, languages, and applications**, Volume 33 Issue 10

Full text available:  [pdf\(2.09 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index](#)

Dynamic memory management in C++ is complex, especially across the boundaries of library and user code. The orthodox canonical form (OCF) alleviates some of the problems by ensuring that classes which faithfully copy and delete these. However, in certain common circumstances, OCF heap structures are inefficient. General reference counting is not an option in OCF, since a shared body violates the intended value discipline.

Keywords: C++, borrowing, copy-on-write, implementation strategies, larceny, memory management

15 A distributed system security architecture: applying the transport layer security protocol

Mohammad Mirhakkak

October 1993 **ACM SIGCOMM Computer Communication Review**, Volume 23 Issue 5

Full text available:  [pdf\(892.06 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

A great deal of attention has been given to the development of Open Systems Interconnection (OSI). However, limited work has been dedicated to using these protocols to develop security architectures consisting of trusted computer systems communicating via untrusted networks. This paper presents the Transport Layer Security Protocol (TLSP) and discusses its application to the development of a security architecture.

16 File-system development with stackable layers

John S. Heidemann, Gerald J. Popek

February 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 1

Full text available:  [pdf\(2.16 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


Filing services have experienced a number of innovations in recent years, but many of these prove to be of limited use. One reason is that current filing environments present several barriers to new development. They stand alone instead of building on the work of others, and support of new filing services often requires significant effort. Stackable file-system design addresses these issues in several ways.

Keywords: composability, file system design, operating system structure, reuse

17 Migration: Luna: a flexible Java protection system

Chris Hawblitzel, Thorsten von Eicken

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue 51

Full text available:  [pdf\(1.39 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#)

Extensible Java systems face a difficult trade-off between sharing and protection. On one hand, Java domains in a single virtual machine enables domains to share data easily and communicate with each other. On the other hand, unrestricted sharing blurs the boundaries between protection domains, making it difficult to control resource usage. Existing solutions to these problems restrict sharing in an ad-hoc manner.

18 Performance of cache coherence in stackable filing

J. Heidemann, G. Popek

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM SIGOPS workshop on principles**, Volume 29 Issue 5

Full text available:  [pdf\(2.00 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

19 Transport protocols: A receiver-centric transport protocol for mobile hosts with heterogeneous networks

Hung-Yun Hsieh, Kyu-Han Kim, Yujie Zhu, Raghupathy Sivakumar

September 2003 **Proceedings of the 9th annual international conference on Mobile computing and networking**

Full text available:  [pdf\(577.61 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Numerous transport protocols have been proposed in related work for use by mobile hosts over wireless networks. One of the challenges in the design of such protocols is that they specifically address the distinct characteristics of wireless networks, such as wireless errors, round-trip time variations, blackouts, handoffs, etc. In this paper, we argue that a transport protocol should be designed to take into account the performance of a wireless link on a connection's performance, locating the intelligence of a transport protocol in the network layer.

Keywords: bandwidth aggregation, heterogeneous wireless networks, multi-homed mobile host, transport protocols

20 Programming languages for mobile code

Tommy Thorn

September 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 3

Full text available:  [pdf\(393.65 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

Sun's announcement of the programming language Java more than anything popularized the notion of a heterogeneous network and automatically executing upon arrival at the destination. We describe and extract their common characteristics, where security proves to be one of the major concerns. With this we examine six representative languages proposed for mobile code. The conclusion ...

Keywords: Java, Limbo, Objective Caml, Obliq, Safe-Tcl, distribution, formal methods, mobile code orientation, portability, safety, security, telescript

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